

CITY OF WYOMING PARKS AND RECREATION DEPARTMENT
2022 Adult Kickball Rules

Cancellation hotline: 616-530-3187

Schedules & Standings:

www.wyomingmi.gov/About-Wyoming/City-Departments/Parks-and-Recreation/Recreation/Adult-Sports

Player Eligibility

1. Your team roster and waiver must be received by the Parks and Recreation Department by 5:00 pm on the next day **AFTER** your first game.
2. Team rosters, player-add forms and participant waivers must be filled out completely and clearly before being accepted. Participant waivers must be signed by each player him/herself (parent/legal guardian if under 18).
3. Team rosters and player-add forms may be faxed to the Parks and Recreation Department at 616-249-3400 or emailed to westratek@wyomingmi.gov.
4. Players must be 16 years of age to be eligible to play in the program.
5. The Parks and Recreation Department recommends that pregnant players do not play for their own safety. If a pregnant player does wish to play, she must have written permission by her physician. This must be updated monthly. One copy must be on-file in the Parks and Recreation Department and another copy must be shown to the umpires prior to each game she plays.

Equipment

1. All players must wear shoes or cleats. Metal cleats are not allowed.
2. Game ball will be provided by the Parks and Recreation Department.
3. Casts, splints, and braces must be padded. Any of this equipment judged by the umpire to be dangerous is illegal.
4. Any item deemed to be dangerous by the umpire will not be allowed on the playing field.

Timing

1. A regulation game shall consist of 7 innings or until the time limit of 45 minutes has been reached. All games will be considered regulation once the time limit has been reached regardless of the number of innings completed. This applies to the last game as well.
2. A game called by the umpire for a reason other than reaching the time limit shall be a regulation game if 4 full innings (or 3 ½ innings if the home team is ahead) have been completed.
3. Games may end in a tie. Games tied at the end of 7 innings will play extra innings if the time limit has not been reached.

Run Limit & Mercy Rule

1. Teams are limited to scoring a maximum of eight (8) runs per inning.
2. Mercy Rule – a game will be called if a team is leading by at least 25 runs after four innings, 17 runs after five innings, and 9 runs after six innings.

Line-up

1. Defense:
 - Each team is allowed to field up to 10 players on the field for defense. You may start and finish a game with as few as 6 players (minimum of 3 males and 3 females). You must have someone play the catcher position when playing defense. If teams have only 3 or 4 of one gender, they may still play with 5 of the other gender defensively.
2. Kicking Order:
 - The kicking order must alternate male-female or female-male. If you do not have an equal number of men and women, then you will use the “weave”.
 - Example with 5 males and 4 females: M1- F1- M2- F2- M3- F3- M4- F4- M5- F1- M1- F2- M2
 - All players present will be listed in the kicking order and cannot be taken out of the kicking order unless a player is injured, ejected from the game, or has to leave early.
 - Late arriving players must be placed at the bottom of the kicking order.
3. Free defensive substitutions are allowed, but all players must maintain the same position in the kicking order throughout the game.

Forfeits

1. Teams that do not have the minimum number of players ready to take the field at game time will lose the game by forfeit.
2. A team may borrow a player from another team if short-handed, but only if it that brings them up to 3 or 4 men or women.

Pitching & Kicking

1. A legal pitch must roll along the ground.
2. Pitches must be thrown at slow speeds at all times. Any violation will result in the pitch being called a ball. This is a judgment call.
3. A strike is considered:
 - A pitched ball that rolls over any part of the strike zone line
 - An attempted kick missed by the kicker regardless of location
 - A foul ball
4. 3 strikes will result in an out, including foul balls.
5. 4 called balls will result in a walk.
6. Balls must be kicked at or behind home plate. Any ball kicked in front of home plate will be called a strike.
7. "Bunting" is allowed.

Fielding (see field diagram on last page)

1. The pitcher is permitted to advance from the pitcher's mound towards home plate prior to the ball being kicked.
2. Infield players may not cross the 1st-3rd base "diagonal" until the ball is kicked.
 - If this rule is violated and the ball is put in play, the kicking team has the option of taking the result of the play or having the kicker awarded first base (base-runners would move up a base only if forced).
3. The catcher must stand behind the kicker, within or directly behind the general kicking area, until the ball is kicked. Any catcher interference will result in the kicker being awarded first base and any runners on base moving up one base.
4. The kicking team has three outs per inning. An out includes the following:
 - Three strikes
 - A ball caught on the fly
 - A base runner is forced out
 - A base runner is hit or tagged with the ball off of a base.
5. If a fielder purposely attempts to drop an infield pop-up in the hope of turning a double play, the runner(s) already on base will be allowed to remain on base without being forced out and the kicker will be called out.
6. Time is called when, in the judgment of the umpire, all immediate play is completed.

Running

1. Runners must stay within the base line. Runners who are obstructed by a fielder not making a play on the ball within the base line shall be awarded the base they are running to.
2. Stealing or leading off a base is prohibited. Violation will result in an out being called.
3. Hitting a runner with the ball above the shoulders is prohibited. Any runner hit above the shoulders with a ball shall be awarded the next base.

Designated Runner

1. A runner may be used for a player that is injured during the game after successfully reaching base and time is called. A male must run for a male and a female must run for a female.

Collisions

1. Base runners must make every effort to avoid collisions with fielders. Anyone ruled to have intentionally collided with a fielder will be called out and may be ejected. This is a judgment call.

Ejections

1. A player, manager or individual ejected from a game must leave the ball field area. The umpire has the right to request that the ejected participant leave the park if deemed necessary. **Note:** The umpire has the right to forfeit a contest if a player, manager, individual or team does not comply with the rules and regulations regarding ejections.
2. Any player, manager, or individual ejected from a game is automatically suspended for a minimum of one game (the next scheduled game), even if that game is a tournament game. Any player, manager or individual on suspension cannot be in the team or bench area during his/her suspension.
3. Any player, manager or individual suspended for a second time in a season will risk suspension from the program. This suspension would include playoff and tournament games.
4. Any manager or player may request a hearing on a suspension that exceeds the one game automatic suspension. These requests must be in writing before consideration is given. In addition, the request must be made no later than seven days after the manager or player has been notified of the suspension.

Protests

1. Protests will be honored only on a rule infraction, not judgment calls. Managers must use the following procedure to make a formal protest:
 - Notify the umpire you are protesting the game before the next pitch.
 - All protests must be in writing and turned into the Parks and Recreation Department no later than 5:00 pm the following work day.
 - All protests must be accompanied by a \$25 fee, which is paid at the Parks & Recreation office, not at the field.
 - If the protest is supported by the department the \$25 fee will be returned to the team and the appropriate action will be taken. If the protest is disallowed, the \$25 fee will be deposited into the Parks and Recreation Department Fund.

Manager, Player and Spectator Behavior

1. Any player or coach punching, shoving, or otherwise fighting with an opponent will be placed on an indefinite suspension, lasting no less than half the season.
2. Profanity will not be tolerated. Anyone using profanity will be ejected from the game and will result in at least a one game suspension.
3. Any person physically or verbally abusing an umpire or any City of Wyoming employee will receive an indefinite suspension from the program.
4. Any individual under the influence of alcohol or drinking alcoholic beverages on the premises (park property) will be prohibited from participation or ejected from the game.

League Champions

1. The team with the best record in each league will win the regular season league championship. If there is a tie for first place the league champion will be determined in the following order:
 - Win/Loss record against team(s) tied
 - If a team(s) forfeited a game during the season and the team(s) tied with did not, then the team(s) with the forfeit loses the tie-breaker.
 - Fewest runs allowed in games against team(s) tied
 - Run differential in games against team(s) tied
 - Total runs in games against team(s) tied
 - Fewest runs allowed during the season.
 - Run differential during the season.
 - Total runs during the season.
 - Win/Loss record against the team with the next best record, continuing down the standings until the tie is broken.
2. If there is a tie for any other place in the league, the same tiebreakers procedure as above will be used.

Postponed and Rescheduled Games

1. To find out if a game has been postponed, call 616-530-3187 or visit the Wyoming Parks and Recreation Facebook page after 4:30 pm.
2. If games are not postponed by 5:00 pm, teams and umpires are expected to report to the fields. Umpires will then make decisions based on weather and playing conditions.
3. During a severe thunderstorm watch or tornado watch, games will be played. If a severe thunderstorm warning or tornado warning is issued, games will be postponed immediately.

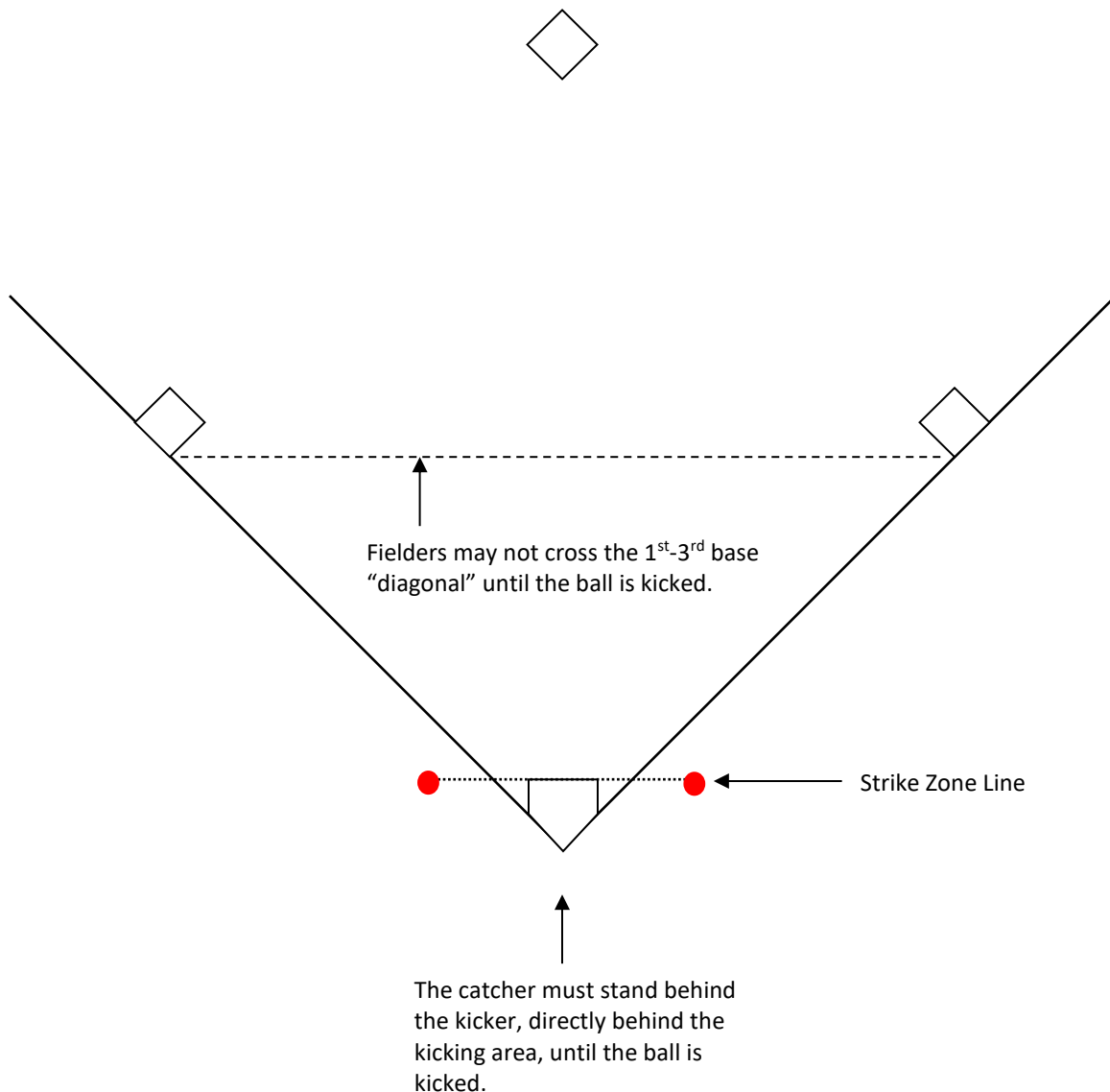
Miscellaneous

1. The use of TOBACCO products is prohibited on the playing field or in the team area.
2. **CITY OF WYOMING ORDINANCE: NO ALCOHOLIC BEVERAGES** may be consumed on any City of Wyoming owned property. Violators may be subject to a fine and a possible suspension from the program.
3. Any agreement made between team managers and umpires because the playing conditions or rules have been altered must be indicated on the scorecard in writing.
4. The Parks and Recreation Department reserves the right to make any decision that is for the best interest and safety of the program.
5. The Parks and Recreation Department will not provide scorekeepers. **Each team will be responsible for keeping their own scorebook and verifying with the umpires and opposing team the number of runs scored each half-inning.**

First Aid Procedures

1. If an injury is serious, contact the City of Wyoming Police Department (911). The injured person should not be moved.
2. Each team is responsible for administering basic first aid and providing first aid supplies if necessary for their own team.
3. If the injury involves body fluids (*blood, pus, mucus, etc.*) please follow the **Bloodborne Pathogen Procedures**:
 - The game will be stopped by the umpires at the time a bodily fluid exposure is recognized. The game clock will also stop at the same time until the situation has been adequately addressed.
 - The player cannot return to the game until, in the umpire's judgment, the bodily fluid flow is stopped or sufficiently protected.
 - If a garment is soiled with a bodily fluid, the player cannot return to the game unless a clean (unsoiled with a bodily fluid) garment is used.
4. The injury should be recorded on a Parks and Recreation Department injury form. A copy will be made available to the injured person or his/her team if requested.

FIELD DIAGRAM



WYOMING PARKS AND RECREATION

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